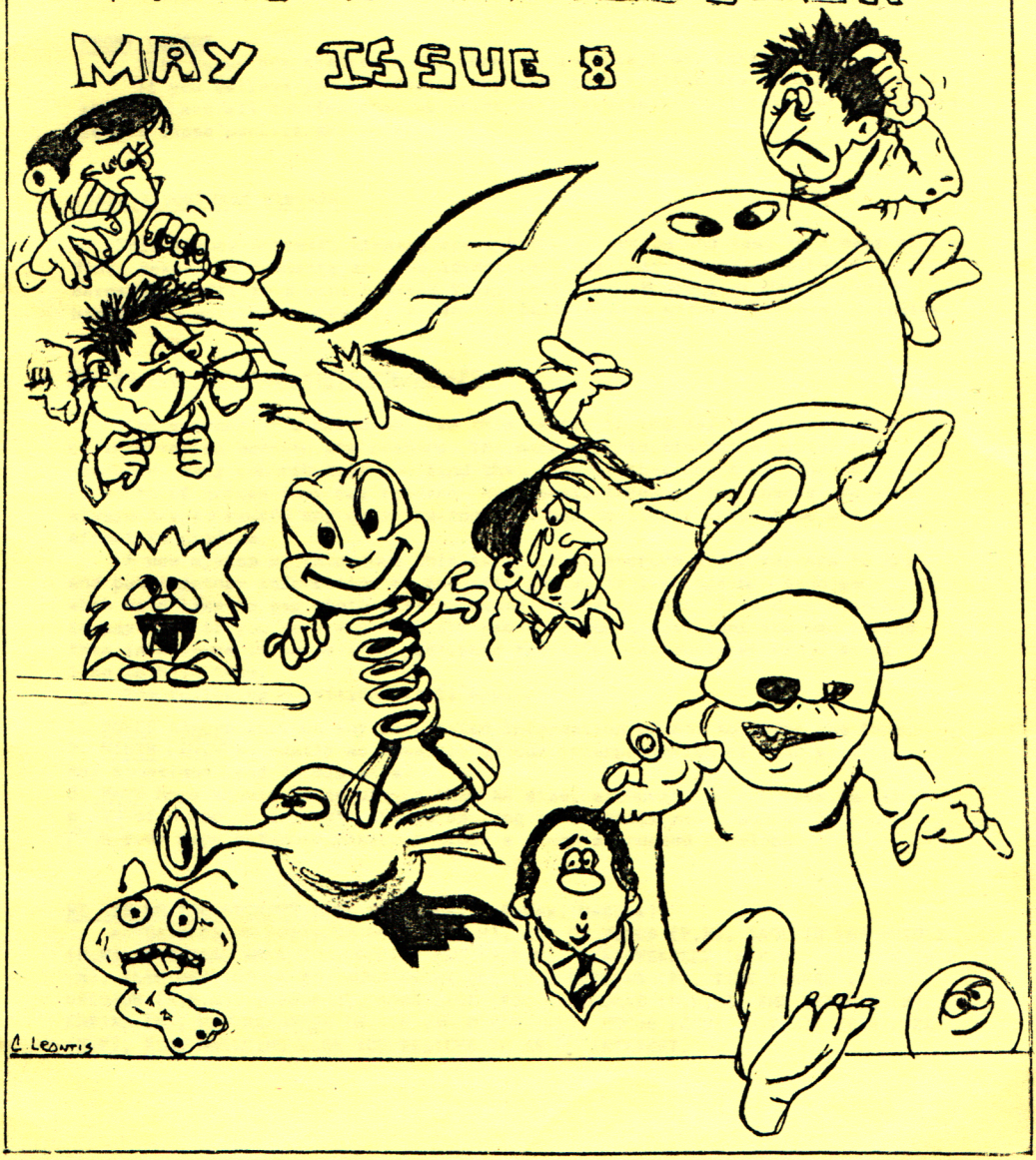
COMMODORE

ARCADE HANDBOOK

MAY ISSUE 8



EDITORIAL

Well we did it again did we not. What was the comment we made in last issues Editorial, 'We have purchased a far better Printer with far clearer results.....' As you have seen if you have issue 7 some of the printing was poor especially the white on black headings. From this issue we have changed the method of highlighting and fingers crossed it looks OK.

FRONT COVERS

This issue our thanks to C. Leontis, for his front cover design.

If you believe you can design anything to a similar standard please send them in, and all entries that we print will receive a small token of our thanks so get those pencils sharpened.

ISSUE 7 SOFTWARE WINNERS

This issues Software winners are J North of Sutton who sent in a mass of Hints Pokes and comments and two adventurers win themself some software, J Barnsley of Stafford wins himself Valkyrie 17. and M Gregg of Warley wins himself £8 worth of software. A Jamesof Balloch also wins £8 worth of Software.

WANTED YOUR ORIGINAL HINTS/POKES/MAPS.

The success of a handbook like this relies in the main on a cross flow of information between its readers. The more contributions the better the handbook. Many contributors now find that even if they don't win the main £8 worth of prizes they may receive some small token of our thanks. We will always try to reward any contribution that has obviously taken time and effort to produce.

A new system we introduce this issue is to encourage our readers to try and put together information on specific games. We list against each game what we'd like to see whether it be hints, pokes or maps. This does'nt mean to say that if you have any tips for games we don't list that you can't send them in because if we have'nt published the tips previously we would still like to have them.

The following conditions still apply:

1. POKES Always include any associated information on how to enter the Poke.
2. HINTS Write as neatly as possible as our interpretation of hand writing may sometimes lead to mistakes.
3. MAPS Maps should be no bigger than A4 size, although you can have various parts of a map on seperate sheets as long as it still makes sence. if you wish your maps returned please enclose a stamp addressed envelope.

WE ARE ON THE LOOKOUT FOR: (H=Hints, P=Pokes, M=Maps)

ADVENTURES OF BASILDON BOND (H,P,M), ARC OF YESOD (P,M), BACK TO THE FUTURE (H,M), CRITICAL MASS (P), DOCTOR WHO (H,P,M), DRAGONSKULLE (H,P,M), EIDOLON (H,P,M), ELEKTRAGLIDE (H,P), KUNG FU MASTER (H), OUTLAWS (P), TIME TUNNEL (H,M) URIDIUM (H,P,M), V (H,P,M), BOMB JACK (P), STARQUAKE (H,P,M), RMS TITANIC (H), EMPIRE (H), MAX HEADROOM (H,P,M), RED HAWK (H), HOCUS FOCUS (H,P,M), SPIN DIZZY (H,P), PLUS ANYTHING ELSE YOU BELIEVE TO BE OF INTEREST.

SOFTWARE NEWS AND GOSSIP

WORLD CUP FEVER

You may have seen ads for the new US Gold World Cup simulation 'World Cup Carnival', US Gold are confident that as World Cup fever reaches fever pitch during the summer this game will go to the top of the charts. US Gold claim that they have already received advanced orders for 100,000 copies of the game which will run on the C64/128, Amstrad, Spectrum and C16/Plus 4.

DOMARK GO ON AND ON AND ON .....

Domark renowned for their mediocre software offerings have some more in the pipeline. Following on from their 'A View To A Kill' game which in most peoples opinion was appalling but according to Domark sold very well, there is now the follow up with another Bond classic 'Live and Let Die' which will run on the Spectrum, C64, and Amstrad. The plan is to release one Bond linked game a year and this latest is pencilled in for July (This Year!). Other new releases include 'Splitting Images' for the Spectrum 48K, and Amstrad and C64 versions of Gladiator.

MIKR-GEN GO BUDGET

Mikro-Gen have joined the growing number of software Houses who will produce a budget range. Their tapes will retail at £2.99, and they initially hope to release 12 Titles including some of their old best sellers such as Pyjamerama.

GENERAL NEWS AND GOSSIP

MACHINE SALES

Each issue we will be printing the current % of machine sales for the month.

MACHINE SALES FOR APRIL 86	
SPECTRUM	32%
C64	28%
AMSTRAD	10%
C16/PLUS 4	14%
BBC/ELCTRON	7%
OTHERS	9%

NEWSFIELD IN BAD TASTE

Newsfield are still busy celebrating the latest ABC circulation figures which show both Crash and ZZap as the best selling mags for their respective computers. This probably means that the mags are left lying about many homes. I myself have two and four year old children and what they don't like to see on the front of mags is grotesque artwork. In particular the May edition of Zzap has some blood dripping zombies which is in terrible taste and would frighten small children and give them nightmares. This is not the first time Newsfield have used grotesque front cover designs on their mags and their artists must have warped minds. A look at the APril issue of Crash will show the sort of cover that should be used, good artwork and pleasing on the eye. Come on Newsfield, no more of this trash, please!

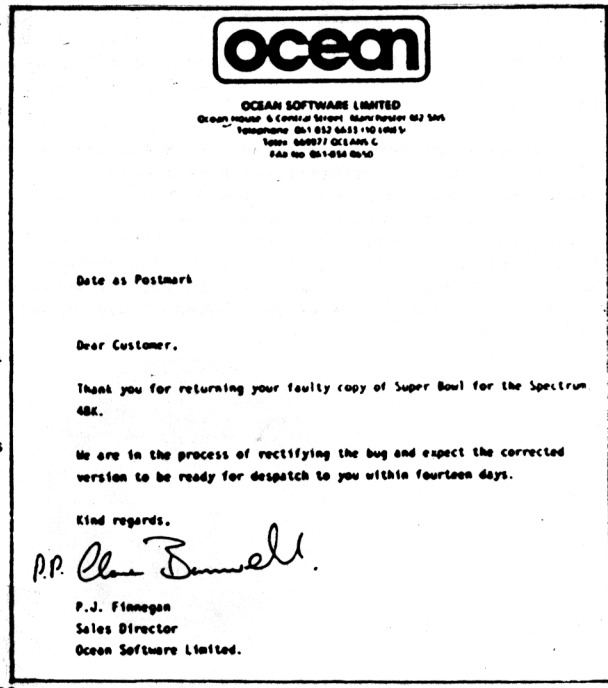
VIRGIN'S GENIUS TAKEOVER MOVE

Established in 1983, Leisure Genius have been sold to the Virgin empire. Leisure Genius renowned for their board game conversions, were allegedly bought out for a six figure sum. Basil Ferranti of the giant Ferranti Electronics group set Leisure Genius up and its biggest seller has been Scrabble with 80,000 tapes sold as at the end of 1985. Virgins first release on the Leisure Genius label will be Monopoly for the Amstrad and it is thought that they may be producing a version of Scrabble for the PCW 8256.

OCEAN, THE NEVER ENDING STORY !!

Last issue we were commenting on Oceans release date problems specifically on Superbowl. Well out came the C64 version and it was well worth the wait. Then unfortunately there was a late bug discovered in the Spectrum version and apparently a FEW copies had sneaked out with the bug. We ourselves received 10 copies of the game which all had the bug that was only in evidence after a few minutes play. We' d love to know just how many a few was a few thousand perhaps?

Ocean are finally trying to get their act together but people are losing faith. Even poor Crash magazine is having to admit defeat. Approximately 12 months back they struck a deal with Ocean which entitled subscribers to Crash to a free Ocean/Imagine game. Included on the list were Street Hawk and Knight Rider. Now letters from Crash have been arriving through letter boxes up and down Britain saying enough is enough and giving these long suffering readers an option of one of four other currently available Ocean/Imagine titles.



ocean

OCEAN SOFTWARE LIMITED

Date as Postmark

Dear Customer,

Thank you for returning your faulty copy of Super Bowl for the Spectrum 48K.

We are in the process of rectifying the bug and expect the corrected version to be ready for despatch to you within fourteen days.

Kind regards.

P.P. Clare Bennett.

P.J. Finnegan
Sales Director
Ocean Software Limited.

Before we leave Ocean at least for this issue, they have now apparently taken on a new Software Manager who's first priority is to get Oceans act together on release dates. He apparently is familiar with Oceans past release date problems as he used to be in the Retail trade!

****
**********READERS SECTION**********
****

HELP WANTED

Ian Gayle, of 5, Tipping St, Poolstock, Wigan, Lancs, WN3 5HA. Is after a Reset Switch for about £10.00, if anyone can supply him with an address of any firm who can supply one please get in touch.

ARCADE HELP WANTED

R. Sayah of 55 Copthorne Cres, LOngsight Manchester M13 OQY, has infinite lives etc on Jet Set Willy but cannot get past through the 3rd gap in the wall of the Banyan Tree, has anyone any tactics. Also he is after a poke to strip Mindy in Animated Strip Poker' (dirty swine - ed).

READER FEEDBACK

J Barnsley of Stafford had the following comments:
As you are about one year old do you not think that it would be a good idea to have a logo. I have designed a simple logo with suggested colours. Simple because it can simply be reproduced to make a badge and for a relatively low cost they could be offered for sale to members to recover production costs with profits perhaps used to expand the handbooks and so run more competitions, views of programmers, etc. What do other Readers think?

H&D COMMENT

Below is Mr Barnsleys design which has the letters H&D in yellow on a sky blue background. We certainly welcome the logo idea and one or two other people have also sent in logo's recently. One current problem we do have is that there is a limit to the amount of artwork we can go for within the scope of a black and white printed handbook. We like the badge idea but at the moment most of our time here is taken in trying to improve the Handbooks and so leaves little time to explore such ideas. We always plan to improve the handbook whether it be more competitions or new articles, so badge or not we will always with your support aim to give you value for money.

H Vayrynen of Finland raised the following points:
I would like to have a Hi Score table in the Handbook. You can choose about 10 good games to which people send in their Hi scores.
I would like to have the Game Index in every issue and one big index say twice a year.
More Quiz's eg. Wordsearch and more pages.

H&D COMMENT

In the early days we introduced a Hi Score chart and many people did say that they thought it was a waste of time. We bowed to popular opinion and believe that opinion remains the same. Our plan is to do a large index every 12 issues and as you may have seen from issue 7 we have incorporated an index into the beginning of the Game Playing Hints section. The Quiz spots have proved very popular and are now a regular feature. More pages is always are aim.

A. Nilsen had the following to say on the subject of copying hints from other mags.

I agree with Mr. Costello, although as you stated it is illegal, but I don't think that it is terrible. I think that readers should say so whenever they send in a hint/poke which is not their own.

Where I live it is impossible to get Crash! for example. The only Spectrum magazine I can get hold of is Sinclair User.

CONCLUSION I think that you should print hints/pokes copied from other mags, but readers should state which mag they have copied it from. (well at least this is my opinion).

Your mag/brochure is getting better and better, but the text was difficult to read in issue 7, especially the inverse text.

H&D COMMENT

This is just one of many letters we have received on the subject of taking hints from other publications, and as yet we have not had one person stating that it is a bad thing. We do need more peoples views on the subject but the early response has certainly suprised us a little and we may have to look carefully at our stand on the matter. Our own Pokes are not safe from other publications printing them for an excellent example look at Popular Computing Weekly for 10-16th April Arcade corner, the routines were taken direct from one of our Handbooks. As far as the inverse text see our Editorial.

MESSAGES

'Hi Sarah and Lisa, I love you both but I don't s'pose you would both go out with me at the same time - Your Computer Freak !!!!! '

We hope all 3 will be very happy!

SYS NUMBERS

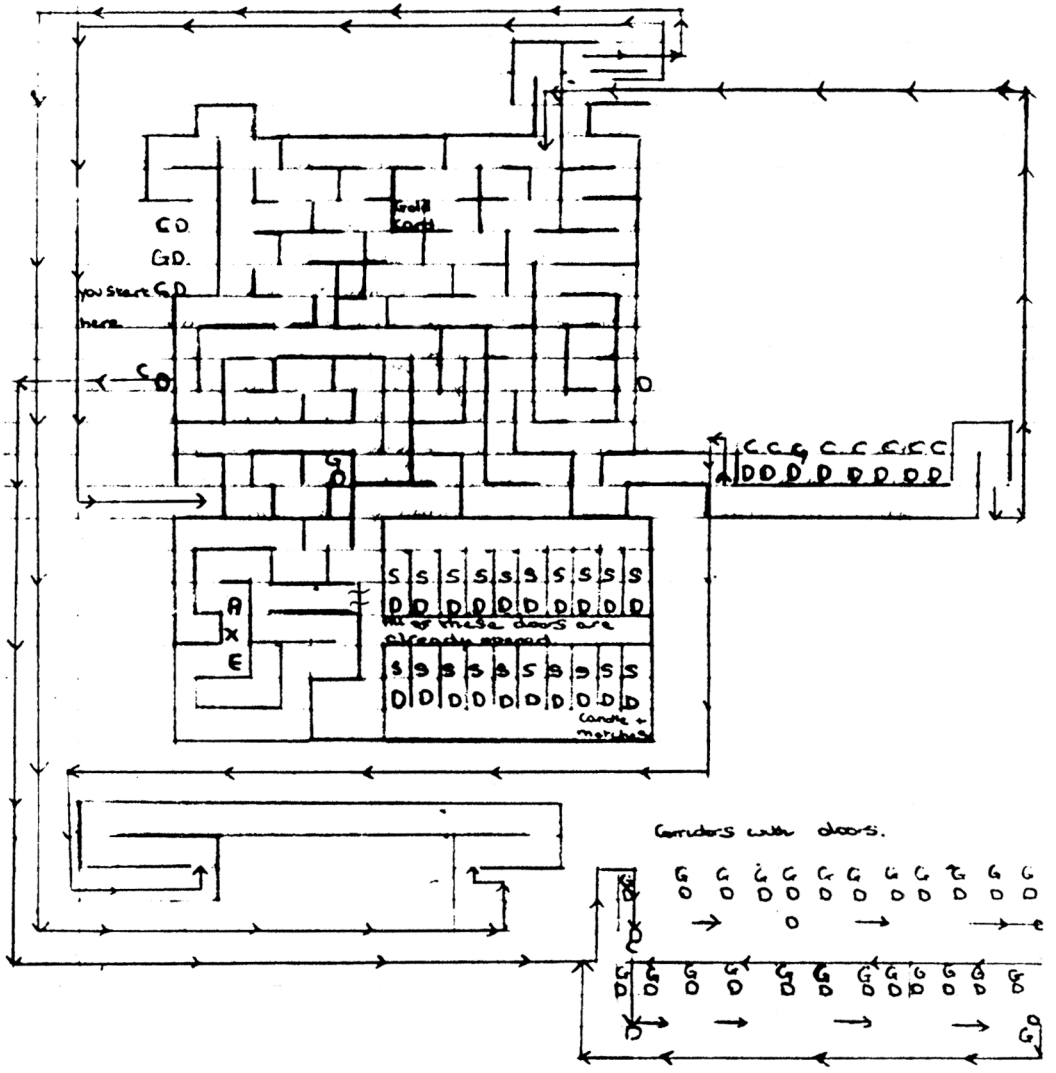
ACTION BIKER	13312,
BRIAN BLOODAXE	39145,
BUCK ROGERS	32782,
CHILLER	50758,
ROCKET ROGER	5600,
SPOOKS	5616,
STAFF OF KARNATH	2560,
WIZARDRY	2970,
WIZARDS LAIR	49328,
MINDSHADOW	2061,

ONE MAN AND HIS DROID	- 19682
ROBIN OF THE WOOD	- 16384
BMX RACERS	- 11770
EMPIRE OF KARN	- 2076
SUPER PIPELINE 1	- 2061
MASTER OF MAGIC	- 2064
HENRY'S HOUSE	- 25600
Z	- 2304
EXCALIBUR	- 7105
MINDSHADOWS	- 2061
CHILLER (2nd version)	- 11770

CAVERNS OF SILLAHC	- 5000
KUNG FU MASTER	- 32768
SKY JET	- 29350
MORDONS QUEST	- 4828
BIG MAC	- 19072
ARABIAN KNIGHTS	- 20480
MOON BUGGY	- 5120
GHOST BUSTERS	- 24576
RED MOON	- 49152
LORDS OF TIME	- 50176

ASYLUM

COMPILED BY: M GREGG.



C = DOORS OPENED/CLOSED/LOCKED BY CREDIT CARD
G = " " " BY GOLD CARD
S = " " " BY SILVER CARD
ALL OTHER DOORS OPENED ETC BY PLATINUM CARD

‡ WELL IS BUILT AFTER TAKING AXE WHEN ELECTRIC IS ON

BRIAN BLOOKAXE

Load and reset again now enter this
POKE 38270,165 infinite lives
POKE 39079,165 infinite energy
SYS 39142 or SYS 39145

COMMANDO

Type 'LOAD' (return)
When prompted enter these pokes
POKE 1010,76 (return)
POKE 1011,248 (return)
POKE 1012,252 (return)
Type 'run' (return) the computer will now load the first part of the game.
When the computer resets enter.
POKE 816,167 (return)
POKE 817,2 (return)
POKE 2086,248 (return)
POKE 2087,252 (return)
SYS 2061 (return)
The computer will now load the rest of the game.
When the computer resets again enter
POKE2456,69 (return) for unlimited lives
SYS 2128 (return) to start the game.

And now for the tips

When coming up to the doors, stay on equal distance between the left and right side, go slowly up. When the doors begin to open stop and as the men begin to run out go left and right very slowly firing all the time. Also throw some grenades in, to kill them.

When you come to the doors that are guarded by two mortars kill the gunners first before opening the doors.

When you can see a truck, slow down because in the back are soldiers who kill you when you go by. If you have grenades use them to destroy the truck, but if you don't you'll have to risk running round

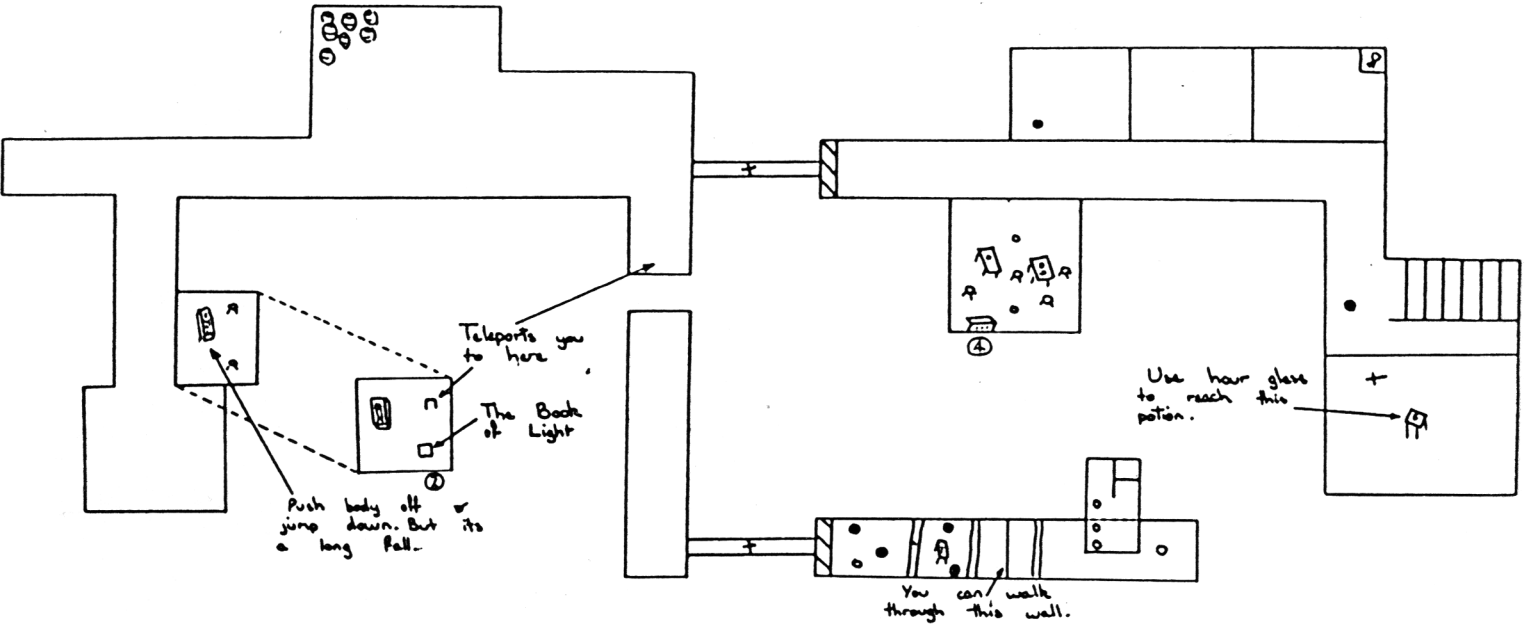
DYNAMITE DAN

When you have 8 sticks of the dynamite, walk up to the safe door and you will notice it starts to glow. Move back avoiding MR. Blitzen otherwise the door will explode. To get the plans bounce on the trampoline and jump on to the laser when laser shoots across, walk on it until you are just below the plans then jump up to get them.

To get out of the safe, walk to the far end of the trampoline so that you are balancing on one foot. Bounce four times avoiding the girl and towards the door, now walk back to your airship.

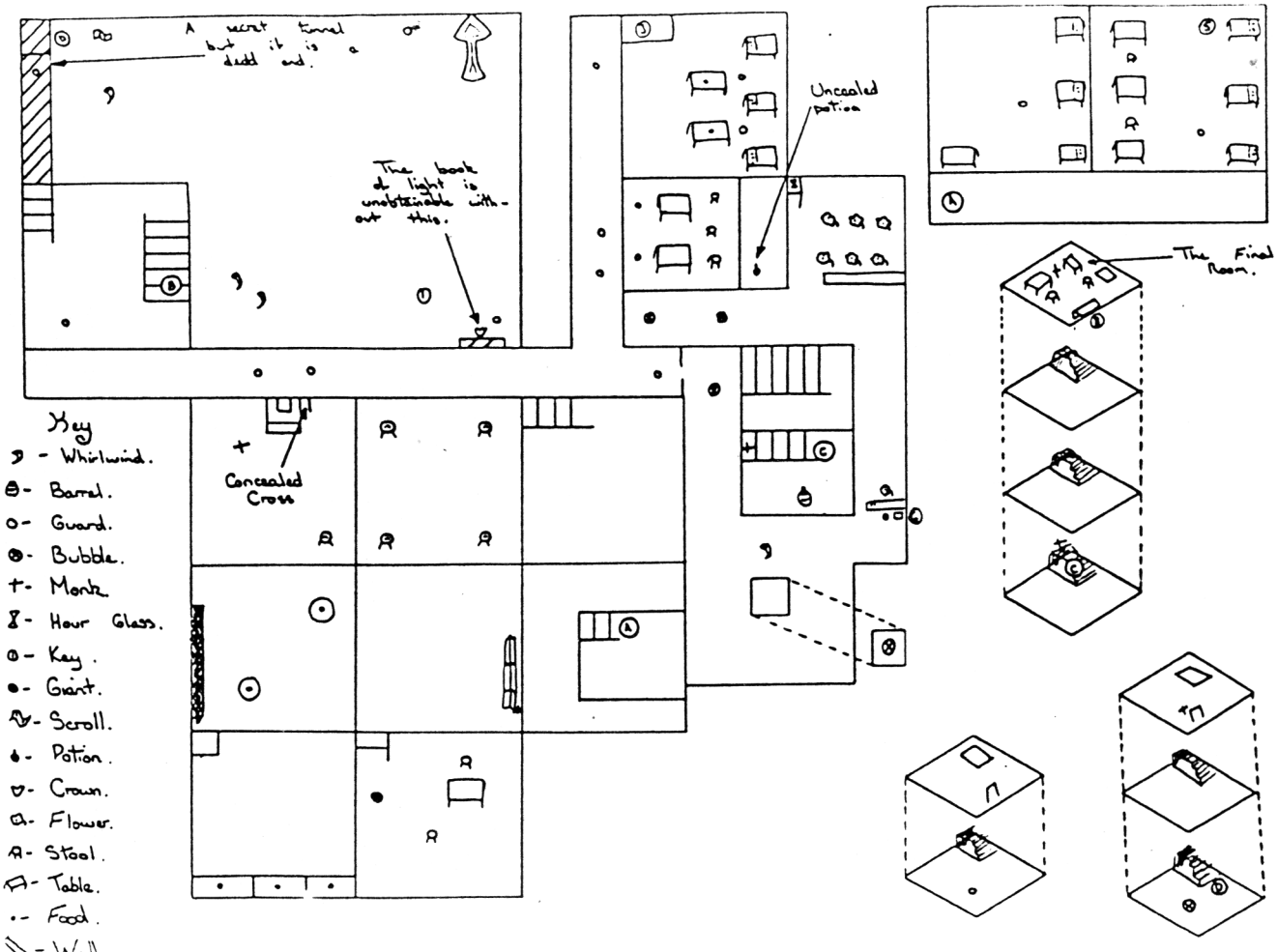
THE EIDOLON

LEVEL 1 To breach Barrion Red Diamond
To kill Dragon three red crystals
LEVEL 2 Barrian green diamond
To kill dragon four yellow crystals
LEVEL 3 Barrian blue diamond
To kill dragon fire green crystals
LEVEL 4 Red and green diamond to breach barrian
To kill dragon six blue crystals


Teleports you to here
The Book of Light
Push body off jump down. But its a long fall.
Use hour glass to reach this potion.
You can walk through this wall.

Fairlight

COMPILED BY J. COSTELLO


A secret tunnel or but it is a dead end.
The book of light is unobtainable without this.
Uncealed potion
Concealed Cross
The Final Room.
Key
- Whirlwind.
- Barrel.
- Guard.
- Bubble.
- Monk.
- Hour Glass.
- Key.
- Giant.
- Scroll.
- Potion.
- Crown.
- Flower.
- Stool.
- Table.
- Food.
- Walls.

EIDOLON

Use red fireballs on most creatures as they are the most effective. When shooting at the dragon don't waste fireballs.

Trolls usually let you pass without any difficulty.

ELEKTRAGLIDE

When in the tunnels steer as straight as possible because if you are out of line you will clash into the side of the tunnel and lose valuable time when you have crashed quickly push forward to try to get back on the road as soon as possible.

If the sphere or cube is coming for you let it come close then quickly steer to the other side and you should avoid. To clear the black columns the plane drops, you must drive between them tightly.

ELITE

Do not trade in contraband, only trade in furs, food and computers, to get rid of the trumbles fly near to the sun.

ENIGMA FORCE

The first thing to do is equip Syylk with the fish and two ammo clips. Now send Syylk down and then up. Collect the keycord in here then return to the start send Syylk left, up,up, unlock the door with the keycard, left,left,left. You should now be in an armoury so equip Syylk with a few pieces of ammo, on the way to the armoury Syylk should meet the insectoid leader who will then say "I have spoken to my queen she is loyal to the Emperor" now move your other characters to the armoury and equip them, now send all your remaining characters left,up,right right,up,up,right,down and then up. Take the toolkit from this room, send Syylk or Serina to hunt Zoff down, when you have found him chase him into a room with only one exit, drop and activate the grenade and leave the room before it detonates. Now search the room in which you killed Zoff and take the Zoff card. RETurn to the rest of the team, then with the rest of the crew go right,right,right up,up,right,down,down,right, unlock the door and then go down into the armoury lock the door behind you. Use the Zoffcard and send your crew to complete the game.

FAIRLIGHT

We have had some requests from people who get the Arcade Handbook only, to print the Fairlight map that appeared in an earlier Adventure Handbook. As it can be called an Arcade Adventure we bow to the pressure and print the map to help all the Arcade Adventurers.

GRAHAM GOOCH'S CRICKET

Use the following pokes to enable the user to save out teams created during play to either tape or disc, rather than having to type them in every game.

This is what you must do! Load and run the selected program and enter the teams as normal, when the program exits to basic at the end enter these pokes POKE 43,0: P 44,192: P 45,40: P 46,194: P. 56,200: CLR: SAVE" TEAMS" (8 if using disc) and press return. When the teams have been saved, turn the 64 off and on again, now load "TEAM" 1,1 (8,1 disc user) and enter new before loading the main game program each time ok!

HARDBALL

Bring on relief pitchers as often as possible as they tire very quickly especially after many fastballs. At the start of the match look at the figures of your batters and select the highest scorers.

KANE

When on the horse jumping screens, hold down the 'F1' key to continually increase your score by 2 points!

KORONIS RIFT

Somewhere on the 5th level there is a rotofoil, loot it and install the unit gained to here the tune to 'ballblazer' played.

KUNG FU MASTER

LEVEL 3 - Stop about 5cm in front of the giant. Crouch down and start kicking and the giant will walk into your kicks.

LEVEL 4 - Do each of these moves until your opponent loses one block of energy at a time. Foot sweep, mid kick and flying kick, then do low punch mid punch and flying punch, repeat from beginning if necessary.

KUNG FU MASTER

RESET MACHINE FIRST

FOR X = 7424 TO 8960: POKE X,0: NEXT (RETURN)
SYS 32768 (RETURN) - removes all enemies.

LAST V8

SECTION 1: On the second corner you can go on the grass and sneek through.
SECTION 2: Go through zones A,G,F and J.

MAD DOCTOR

Always keep an eye on the mood of the villagers and if they get angry hide for a while until they cool down. The forest is a good hiding place.

MASTER OF MAGIC

Don't use magic a lot as your mind power will go down a lot. The most effective spells are the fireballs, but make sure the creatures are near when you use it.

MERCENARY

If you are on the ground and are shot at, leave your ship by pressing 'L' and your ship is not destroyed. The metal detector is used to discover who owns a certain building. Red = no-one owns it.
Green = Palyors
Blue = Mechanoids. If you destroy all mechanoid buildings on Torg you receive a 500,000 credit reward from Palyors.

MONTY ON THE RUN

There are two for this, firstly,
LOAD the game and again reset it for a message from Micro Projects.

SECONDLY
The cheat mode, simply type 'I WANT TO CHEAT' on the high score table. Start the game and collect the little boat in the bottom left hand corner of the screen to become invincible!!

NODES OF YESOD

In the game there is an updraught chute which lets you fall through a number of screens safely. You can rise back up the chute by jumping straight up when standing at the bottom but beware as you will rise to which wall you are facing if the wall you are facing does'nt contain the mole hole through which you come you will reach the roof and rapidly fall down to the bottom and lose a life.

PARADROID

Rewind pandroid and enter this
SYS 63276 RET. Press play on tape when the computer responds enter these.
F . 961,32 RET
P 962,128: P 963,208: P 53376,169: P 53377,2: P 53378,141: P 53379,226: P 53380,111: P 53381,169: P 53382,138: P 53383,141: P 53384,255: P 53385, 111: P 53386,96 RET
This will give you, it kills sprite collision detection.
SYS 849 ret
Will load and run Paradroid.

RAMBO POKES

Type in this program then run and press play. When it resets type SYS 16863

```
1   PRINTCHR$(147)
2   FORA=304TO317:READB:POKEA,B:NEXT A
3   FOR C=32768TO32855:READD:POKEC,D:NEXT C
4   POKE53280,0
5   SYS32768
100 DATA 173,0,160,141,0,64,169
110 DATA 55,133,1,76,226,252,0
120 DATA 169,128,133,157,160,1,152
130 DATA 170,32,186,255,169,0,133
140 DATA 183,32,213,255,169,31,141
150 DATA 150,3,169,128,141,151,3
160 DATA 76,99,3,32,76,128,169
170 DATA 54,141,225,65,162,0,189
180 DATA 55,128,157,228,65,232,224
190 DATA 32,208,245,76,0,64,173
200 DATA 0,64,141,0,160,169,11
210 DATA 141,17,208,76,84,164,70
220 DATA 79,82,69,83,84,33,169
230 DATA 48,141,60,65,169,1,141
240 DATA 61,65,96,234,234,234,234
```

First type 1,2 or 3
1 key = QERTYCPSDFGHJKLXNM
2 key = EDB
↑ FAST MUSIC
SPACE STOPS MUSIC.

TRANSFORMERS

Only fire when you need to as you have a limited supply of bullets.

URIDUIM

Find out where the landing pad is and then hang around until you get a signal to let you land.

"V"

If you are having trouble getting through the doors, you have to ensure that your symbols are all the same in a line ie 77777. It is a matter of trial and error until you find the right combination.

WIZARDS LAIR

When choosing what to change your gold into, always choose keys, as they open locked doors, they help you get further to finding the four pieces of the lion.

YABBA DABBA DOO

To get the bird to drop large stones, stand as high up the screen as you can and as the bird flies overhead it will drop a stone, now go in front of the bird and repeat procedure.

To get into the car go under it and press fire you CAN get in it while carrying a stone. When travelling always use the car (its quicker).

To get the Dinosaur, go to the quarry and collect money, then go to the Dino hire and touch the door. Go home and the Dinosaur will be there.

When you have finished building the house, but not the roof get the Dinosaur face him from behind and press fire, you will then climb up his back and build the roof, repeat this until the roof is finished.

To leave one level press either up or down and the direction you want to go and leave the screen through the corner.

When one of the energy sapping creatures gets close to you, use the fire button to make you go faster past them and you won't lose much energy.

The only thing that can get you when you go to the right is the rolling stone. Stay high enough up so it can't get you.

When you are getting the bird to drop stones make sure you aren't on the 'house' screen because if the bird drops a small stone on that screen you will have to clear the site.

Before starting to build again.

If you go on to a screen and the bird isn't there then leave the screen and go back onto it, repeat this until the bird appears.

YIE AR KUNG FU

On screen 2, jump towards the man with the "stars" and hit him with a flying kick, then a few quick punches and then jump backwards to avoid the "stars" which he throws. Repeat this process till he is dead. (the same method applies to the man with the sword later).

On screen 6, jump towards the man with the chain and punch him rapidly until he dies. This is vital because his long chain can do you a lot of damage if you keep your distance.

YOUNG ONES

Load the game and reset your 64 and see what you think, accident or design?

= INCREASES STRENGTH

=eEXTRA PLATFORMS

= INCREASES STRENGTH

= ALLOWS YOU TO PASS ANY DOOR

= LOSE LIFE FROM ONE TOUCH

= EXTRA FIRE POWER

= EXTRA PLATFORMS

= EXTRA STRENGTHN

= EXTRA FIRE POWER

= EXTRA POINTS

STRANGELOOP

PROGRAM

(press Run/stop & restore) together when saving out your position to tape then enter POKE 45486,173 return
POKE 44217,173 return
SYS 865 return
This will give you infinite lives and fuel.

SUPERBOWL

When you have the ball try a long pass and when you receive it there is usually a space in the computers defence so run through it and score a touchdown extra points are easy to get, just kick the ball at full power, oh and another thing as with Rambo, Hypersports and Yie Ar Kung Fu, if you stop the tape deck when the music comes on, you can hear it again,again,again, big deal!

THEATRE EUROPE

The password for letting you use nuclear weapons is: MIDNIGHT SUN. Keep the reflex system on and don't use nuclear weapons a lot as the enemies retaliate and it could be serious.

Never use the fire plan warm puppy as it will result in total destruction and the game will end.

THUNDERBIRDS

When you enter a screen that flashes, and you find that you have to find your way through in the dark, press P (pause) then continue playing and you will find that you are able to see your way throught he cave.

TIM LOVES CRICKET

When you are bowling against the computer pitch the ball fast and short. If your aim is good you will bowl the computer out very quickly which is an accurate account of Englands batting against the West Indies. The game sometimes crashes when two fielders get stuck going for the same ball. To start the game again hit the RUN/stop and restore keys then type in SYS29430. The only other alternative is to load the game again.

TRANSFORMERS

Only fire when you need to as you have a limited supply of bullets.

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Find out where the landing pad is and then hang around until you get a signal to let you land.

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To get into the car go under it and press fire you CAN get in it while carrying a stone. When travelling always use the car (its quicker).

To get the Dinosaur, go to the quarry and collect money, then go to the Dino hire and touch the door. Go home and the Dinosaur will be there.

When you have finished building the house, but not the roof get the Dinosaur face him from behind and press fire, you will then climb up his back and build the roof, repeat this until the roof is finished.

To leave one level press either up or down and the direction you want to go and leave the screen through the corner.

When one of the energy sapping creatures gets close to you, use the fire button to make you go faster past them and you won't lose much energy.

The only thing that can get you when you go to the right is the rolling stone. Stay high enough up so it can't get you.

When you are getting the bird to drop stones make sure you aren't on the 'house' screen because if the bird drops a small stone on that screen you will have to clear the site.

Before starting to build again.

If you go on to a screen and the bird isn't there then leave the screen and go back onto it, repeat this until the bird appears.

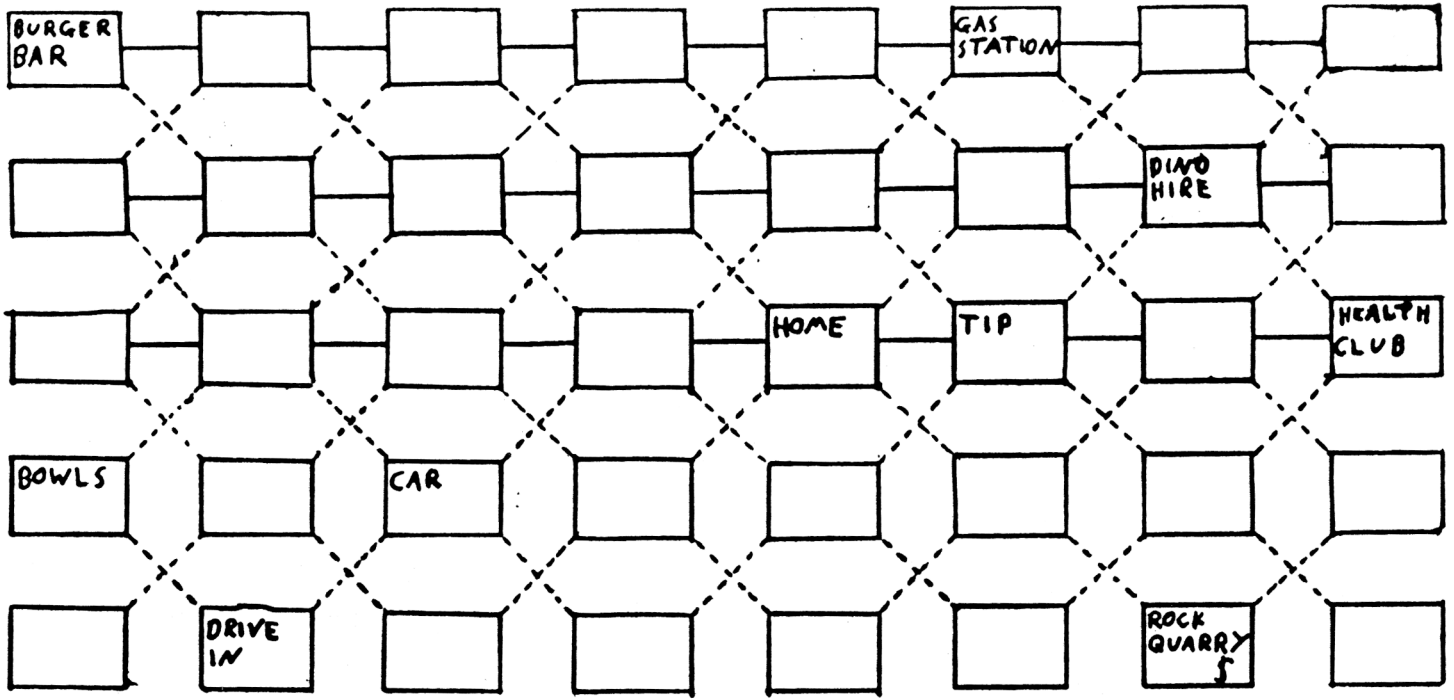
YIE AR KUNG FU

On screen 2, jump towards the man with the "stars" and hit him with a flying kick, then a few quick punches and then jump backwards to avoid the "stars" which he throws. Repeat this process till he is dead. (the same method applies to the man with the sword later).

On screen 6, jump towards the man with the chain and punch him rapidly until he dies. This is vital because his long chain can do you a lot of damage if you keep your distance.

YOUNG ONES

Load the game and reset your 64 and see what you think, accident or design?



KEY

——— PATH BETWEEN 2 SCREENS, RIGHT, LEFT

-------- PATH BETWEEN 2 SCREENS, RIGHT, DOWN
LEFT, DOWN
RIGHT, UP
LEFT, UP

YABBA DABBA DOO!

COMPILED BY: N REYNOLDS

'Z'

After loading 'Z' reset the computer, I now feel the same way about that set but it is necessary! after resetting enter some of these pokes.
POKE 2440, number of lives (1-255) (return)
or...
POKE 6139,234 (return)
POKE 6140,234 (return)
POKE 6141,234 (return)
...FOR INFINITE LIVES
SYS 2304 (return) to start.

ZOIDS

As you approach a city. Radio base telling them to destroy the power station When this is done, enter the city and destroy both the zodar mine and the radio beacon to stop anymore Zoids appearing.

ZORRO

To get to the bottle in the hotel, go into the room with the grave, with the key and go up the ladders and walk into the top lefthand corner, keep on going back to the hotel for objects.
BOTTLE - BAR
BRANDING IRON - COW (just walk into it)
BUGLE - Stand on the board near the palm tree and drop it. (lefthand side)
BELL - The box in the top of the graveyard
BELL - The other box in the top of the graveyard.

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ISSUE 7 SPOT THE DIFFERENCE SOLUTION

1. Extra footprint.
2. Extra chimney.
3. More steam of Xmas pudding.
4. Santa has one all black shoe.
5. Piece of the Reindeer s antler is missing.
6. Reindeer inner ear missing.
7. Santa has no mouth.
8. Reindeer's limb is joined up.
9. Xmas pudding has icing on top.
10. The word has black berries underneath.

HILLS

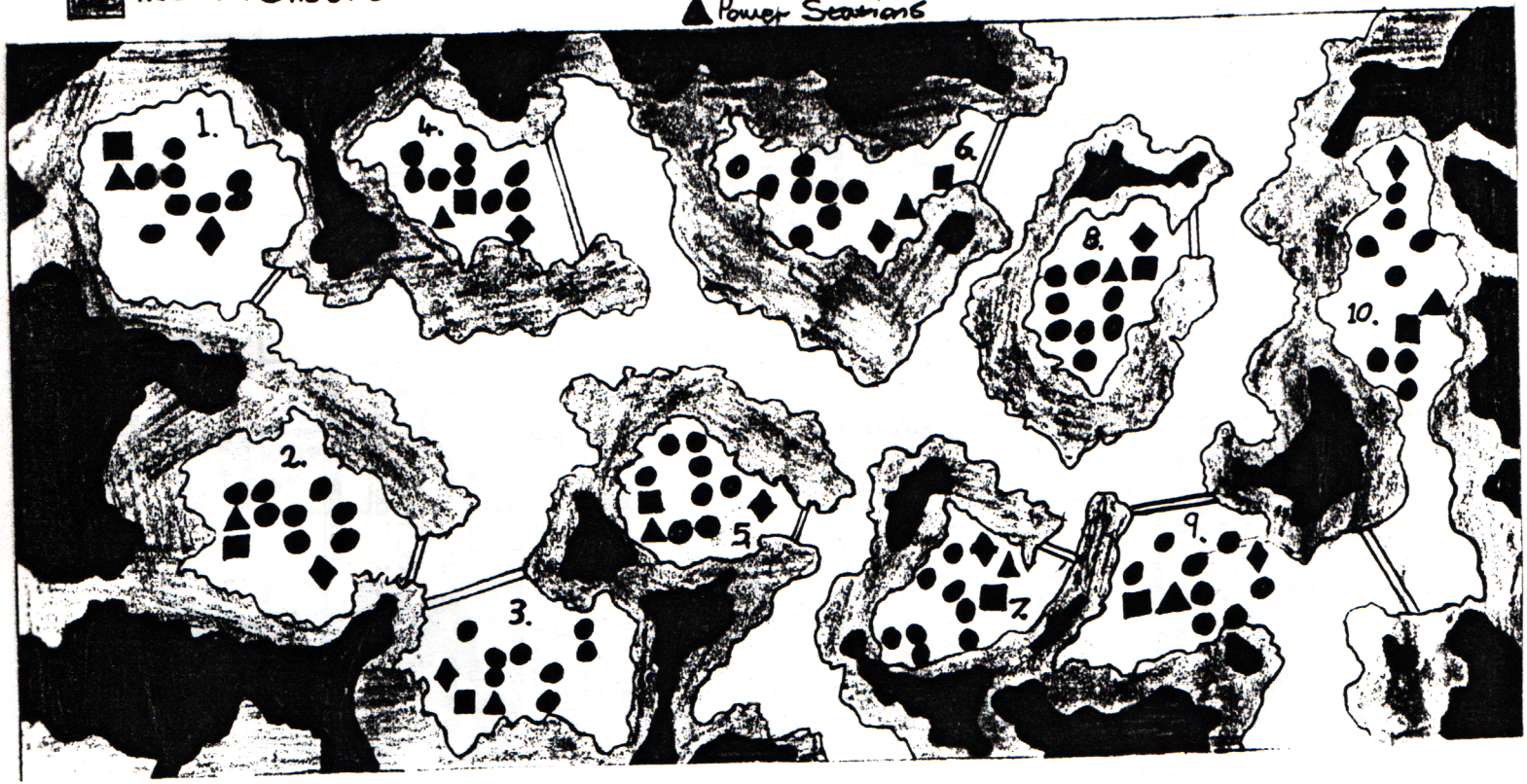
HIGHER GROUND

VALLEYS.

City Domes
Beacons
Mines
Power Stations

Zoids

COMPILED BY
C SANDERS



NAME THE SOFTWARE HOUSE

Listed below are 10 well known games but can you remember which Software Houses published them. To give you a little help we tell you hom many letters are contained in the answer:

1. CATACOMBES by (6)
2. FIGHTER PILOT by (7,12)
3. SUICIDE EXPRESS by (7)
4. AUTOMANIA by (5,3)
5. DROP ZONE by (11,4)
6. SORCERY by (6)
7. BLACK THUNDER by (10)
8. SKOOL DAZE by (11)
9. SPLAT by (9)
10. BRIAN BLOODAXE by (3,4)

BACK ISSUES

Copies of the original HINTS AND POKES handbooks are still available on request. They are individually priced at £1 each or all 5 for £4.

Issues 1 to 6 of this Handbook are available at £1 each or all 6 for £5. Issue 7 of this Handbook is available price, £1.

ISSUE 9 OF THIS HANDBOOK
AVAILABLE FROM 9TH JUNE
DON'T MISS IT!

SEND ALL CORRESPONDENCE TO:

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1338, ASHTON OLD ROAD
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MANCHESTER
M11 1JG.